

LAST OF THEIR STRENGTH

SCENARIO ASL TAC27 Translated by Coastal Fortress Gaming Group



VICTORY CONDITIONS: The Japanese win if they control more hut hexes on board 38 than the Americans at the end of the scenario.

MYITKYINA, NORTH BURMA, May 21 1944:

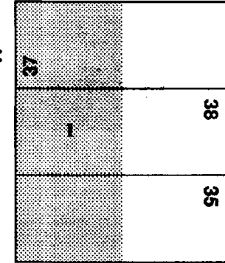
Myitkyina, the main objective in the campaign for the Ledo road, was reached on the 17th of May. After an exhausting two week march through the jungle, the Marauders and attached Chinese units had captured the airstrip to the west of the town by surprise. Despite this first success, subsequent attempts to take the town failed as Myitkyina's garrison was much larger than foreseen. 3000 Japanese under the command of General Mizukami had dug in in the town. The siege soon transformed into trench warfare in deplorable conditions: monsoon rains, malaria, dysentery. The Marauders, sick and exhausted by a campaign of almost six months, had received no reinforcements. Nevertheless, General Stilwell demanded the impossible again from his only American unit. On the 21st of May, the remnants of the 3rd Battalion of Galahad attempted to tighten the encirclement by attacking the village of Charpate to the north.

BOARD PLACEMENT:

BALANCE:

- Reinforcements enter on turn 1 but may not Double Time

- ☆ Ignore SSR3



Only hexrows A to P inclusive (board 37) and R to GG inclusive (boards 35 and 38) are playable.

● JAPANESE sets up first	1	2	3	4	5	6	7	END
☆ AMERICAN moves first								



Elements of the Myitkyina Garrison (1st Battalion of the 148th Infantry Regiment) [ELR: 4]
setup within 3 hexes of 38oY5 {SAN: 4}:

1 4'-4-7	9-0	1 2-5	2 50*(1-16)*	7 morale
5			10	

Reinforcements enter on turn 2 on 35R5:

1 4'-4-7	2-2-8	10-0	8-0	2 4-10	1 2-5	2 50*(1-16)*
8						



Elements of 3rd Battalion, Galahad ("Merrill's Marauder's") [ELR: 2]
setup on board 37 {SAN: 3}:

6'-6-7	10-2	9-1	8-0	2 4-10	2 50*(1-16)*
10					

Scenario Design: Théophile Monnier '92

SSR:

- EC is Mud, with no wind at start. PTO Terrain rules and Light Jungle are in effect. The weather is Overcast(E3.5), Gusty(E3.4) and Mud(E3.6). It is raining. AW ind Change DR 3 does not stop the rain: instead, its intensity is reduced to (or stays) normal. Place overlay 1 on 38T2-T1.
- No American unit may double time. In the CCPh, the Americans are always considered CX, including for Ambush dr purposes, but are not marked with a CX counter. A unit which is already CX (i.e. marked with a CX counter) is not penalized again in the CCPh.
- At the start of every American RPh, the 10-2 leader, if he is Good Order, must undergo a TC. If he fails, he becomes broken (No other consequences of failing a MC apply - casualty, replacement, etc.) [EXC: LLTC, DM]. The leader can immediately attempt to rally. This TC can reoccur several times throughout the course of the scenario.

AFTERMATH: The objective of the 3rd Battalion was to reach a second airstrip, north of the town. They first tried to seize Charpate, a small group of huts held by the Japanese. As soon as combat began, it was obvious the Marauders were too weak to accomplish their mission. Sick with fever and malnutrition, several men simply fell asleep in the middle of the battle. Colonel McGee, leading his battalion into combat, was also near the end of his strength. He fainted 3 times before being evacuated to a first aid post, where he continued to direct the attack, lying on a stretcher. Taking advantage of their numerical superiority, the Marauders succeeded in dislodging the Japanese from the village but were counter-attacked that same evening, and had to withdraw to their start line. A long agony of three months was just beginning for the Marauders.